

CLAW & FANG

Number Fifty Seven
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This issue of CLAW & FANG is dedicated to Brady the South American three-toed sloth. Brady now lives at the Broward County (Florida) zoo. The zoo obtained Brady from a steamship line employee about six months ago. Zoo director Kelly McGuire took Brady to his house and set aside a room as a sloth habitat. He boosted the temperature to 85 degrees and used wet towels to raise the humidity.

Since the favorite food of three-toed sloths is said to be monkeypod and ficus leaves, he laid in a supply. He also began to feed bananas to Brady, a fruit which experts said sloths don't eat. Brady became very fond of the bananas and began putting on weight.

McGuire has learned quite a bit from watching Brady. He soon discovered that no one except other sloths knew much at all about three-toed sloths. From Brady's markings he concluded that Brady was a male. He neglected to share his knowledge with Brady--two months ago she delivered a six ounce slothlet. It was then that McGuire realized that Brady's pot belly was **not** entirely due to the banana and ficus diet.

He did find that it is true that sloths are slothful. "On the few occasions she has hit me with her paw, she fell asleep immediately, apparently worn out from the effort."

Young Brady is doing fine--he/she is now up to a whopping nine ounces. I can hardly wait until he/she (I wonder if Brady knows) is a rambunctious teenager. Brady will wish she were back hanging around in the rain forest again.

VACATION TIME AGAIN

The Fangmaster annual vacation time is fast approaching. Having worn out our welcome in the U.S. during last year's trip, we are heading for Europe again. We'll be gone from mid-September until mid-October. What will this do to CLAW & FANG? It means that there will be three issue dates not published. After this issue the publication (and deadline) dates will be Aug 16, Sept 6 and then not until Nov 1. Now I realize that some of you may suffer severe withdrawal symptoms going without CLAW & FANG for nearly two months, but think of me with all that time on my hands... I won't know how to conduct myself. Maybe that's how I wore out my welcome in the U.S.

STEAMY GLASSES?

David Reynolds sent me a clipping from the Washington Star News with John Sherwood's write up on the Johns Hopkins University war-gamers tournament (Origins I"). Although David didn't underline it or anything, I think he wanted me to see the part that went:

"Many of the participants are fatty males with steamed eyeglasses and wild, creepy looks in their orbs. They also look as if they would be the ones in their gym classes unable to do a single push-up. All their muscles are in their brains. Fortunately for our side, they've never been in any real wars."

Well...I don't wear glasses. What's more I've lost thirty pounds since David last saw me. I could so do a single push-up. (However, chinning myself was another matter.) So knock it off, David!

THE DIPLOMAT'S OTHER TABLE

Hot Weather Desserts

Having just lived through two consecutive 112° days in Sacramento (both record shatterers) and several 100° + days in a row my mind turns to no-bake desserts.

Blueberries in Lemon Mousse

This one requires cooking in a double-boiler but since the mousse must chill and set, the cooking can be done early in the morning. Sacramento cools off at night (on those record breakers the temperature dipped to a low of 68°).

Ingredients: 2 egg yolks, 1 egg white
 $\frac{1}{4}$ cup sugar
 $\frac{2}{3}$ Tbs lemon juice
1 tsp grated lemon rind
 $\frac{1}{4}$ cup whipping cream
 $\frac{1}{2}$ cup fresh (or frozen whole) blueberries

In a bowl beat the 2 egg yolks until thick and pale. Beat in the sugar, lemon juice, and lemon rind. Cook the mixture in a double boiler, stirring constantly, until it is thick. Let the mixture cool and fold in the egg white, stiffly beaten, and the cream, whipped. Next fold in the $\frac{1}{2}$ cup blueberries. Pour the mixture into two stemmed glasses or parfait glasses; garnish the top with a few more berries and chill for several hours to set. Serves two but the recipe may easily be doubled.

Liqueur Ice Cream Sundaes

Here is a dessert that not only requires no cooking but is of the "instant" variety which can be prepared with virtually no notice. Make a sundae out of a scoop or two of ice cream topped with a tablespoon or two of a compatible liqueur. Some suggestions:

Creme de cacao over coffee, chocolate (or any chocolate variety such as rocky road, jamoca almond fudge, chocolate mint) or creme de caramel ice cream.

Cherry cordial over vanilla or burgundy cherry ice cream.

Green creme de menthe over vanilla or chocolate mint.

Orange flavored liqueur over coffee or chocolate ice cream.

You can take it from there--and if you come up with a really good one, let me know.

* * * * *

"I can't understand why you stopped me officer, and asked me to blow into that thing. I was only over to the Fangmaster's house and had a hot fudge sundae. At least I think it was fudge...at least it was hot....the house, that is. I only had one....well, one each of several flavors. Where is the Fangmaster now? The last time I saw them...say, there didn't used to be two of them...he was sending out for more ice and salt. He was either going to make another batch of ice cream or the world's largest margarita. Shirtenly, I'll come quietly, offisher."

BALANCE OF SLANDER SAY ERIC?

by edi ervesesi birsan
 alias BirSauron, Nasrib, Lord of Evil,
 Ban of Elves and Chickens, All round
 Bad Guy and Fun!

To reply to all the points made in Eric's article about alliances, personalities, stabs, and values in the play of Diplomacy would take volumes. Therefore, I will concentrate on Eric's attacks on me and my playing style.

Few individuals in the history of the hobby have ever obtained such a notoriety for the use of the stab as I have. For the most part, this reputation has been supported by a series of usually humorous press comments and by off-hand mention in articles where the intent has been for enjoyable reading. However, now that Eric has proposed this reputation as a reality I feel I must defend myself in order to keep it on the light side.

I present three immediate cases:

1971M (ADAG) In this game I came in as a substitute player for Russia in the early years. For several game years I maintained an alliance with John McCallum's Austria, which put me well on the road to victory. In the end game period, Steve Brooks became the new player for Austria. The growth of the countries and their positions was quite disproportionate if you are concerned with alliance equalities. I offered Steve the choice of going for a two-way tie or second place in my victory. He had already sent me a letter offering to take second place. Our letters crossed. Before I could get a reply off to him, an air mail letter arrived in which he accepted my offer of the 2 way draw and asked me to disregard his previous correspondence on the matter. Well, that was admirable and bold and I thought well of it and accepted the goal of the 17-17 split. So I presented to the other powers the choice: they could concede a two-way draw to Steve and me immediately, or else I would win the game. They accepted, of course, and the game ended quickly.

1969A (ADAG) Again, I came into the game as a substitute, but this time in an end game situation as Turkey with a strong long term ally in Austria. Austria had about 8 units to the Turk's 13 or so. Turkey had a lock on winning the game if the game went on, or a lock on the game if he stabbed the Austrians. I presented to the Austrians the following: the game is too easy and not worth the win, or the effort to play it out, I would take the needed centers from Austria and at the same time present a proposal to the other players that either they vote a concession to Austria or they would be faced with me coppering a very cheap win. The Austrian player turned this down and was instrumental in vetting the concession to himself. Eric at least, but no cigar.

1971AZ (EnPASSANT) Here I took over a position with a France that was sure to win when the Russian player went into civil disorder. England had 1 or 2 units under the command of Robert Lipton. The game was a runaway joke and I secured 15 centers quickly and gave the players a choice, vote the game a concession to Margaret Gengisani who was not a player in the game, or be faced with a meaningless win by me. The vote passed. Lipton survived even though I could have destroyed him.

I ask you, are these the actions of a bloodthirsty knife king? Most assuredly not. You may ask yourself is this the same BirSauron that stabbed 23 people in a 24 hour period in 1966? Or is this the same author of the "Whirlwind of Knives"? The answer to both is affirmative. Hopefully, by expounding upon another part of Eric's comments I can explain the contradictions to you.

"Edi loves stabs and hates draws and will take a draw only if he is forced into it." I see Eric is going off in the deep end again. First, I don't love stabs for the sake of stabbing. One turns on someone in the game for specific game related reasons. Some are unfortunately based in the inability of an alliance to function due to personality conflicts or gross conflicts in playing style and expectations.

(continued overleaf)

A well executed stab is like being struck by a two handed axe and being cleaved from shoulder to opposite thigh before one realizes what has happened. As I have said to others many times before, if you are going to stab someone, get it right the first time. Such stabs are very dramatic and exciting when performed to advance your goals in the game. They should not be employed for the drama in themselves.

A drawn game, for me, is an incomplete one and thus not worth very much in itself. Either the game is won or there is another result. I have no respect for the style of those, like Lew Pulsipher and Eric, who think that seven seven-way draws are worth one win. I might also add to this that more important than a win is the amount of enjoyment you get out of a game. A won game which is dull and a walk over is meaningless. It is the having fun, the enjoyment, that is important, not the draw or win.

Sometimes I have set up drawn games usually because the game is dull and I want it over with or because I want to get some kicks and chuckles out of stopping an otherwise dull alliance victory. However, I don't automatically go to stop the front runner and I see nothing wrong with completing my various goals in a game while someone steamrolls another sphere of the board for a victory.

Now that I have rambled on enough, I should confuse you further by saying there are a few cases in which I do love to stab. That is when dealing with people like Eric who believe in stopping the winner and uphold the sanctity of drawn games or when an ally is such a pain in the butt that he aggravates me into a stab. In the first case, Eric and his followers are nothing more than "alliance ~~ally~~" who you can screw over and stab time and time again and they always come back with the plea: "Let's ally to stop the winner". I do enjoy stomping on these types and maybe it's the sadist in me, but they get what their philosophy breeds. As for the latter type, I play to enjoy the game and someone who whines and nags and carries on at each turn of the alliance detracts from the fun of the game and as far as I'm concerned is digging his own grave.

My advice to the readers is as it has always been, play for enjoyment first, any other game philosophy is too damaging to be used and isn't worth it. Be inconsistent so others can not read you, unpredictability is the fun of the game. And as for my own case, ally with me when it's in your interest and play each game as separate from the others as possible. What more can we ask of each other?

* * * * *

WINNERS, DIPLOMATS, AND ?

I must take issue with some of the points Gary Behnen raises in his provocative article in C&F #56.

First, Mr. Behnen has misread the rulebook. Page 1 does not say that players "are to spread rumors, make and break alliances, etc." It says they may do these things.

Second, Mr. Behnen has omitted a small but significant group of players from his categories. These are players who apparently take the rulebook permission to deceive as an instruction to do so. In his example situation, such a player might send a crude tissue of lies to both Germany and England. I call players in this group "losers". (John Torrey)

(David Forte also has a rebuttal to Gary's article and will appear in the next issue.)

1973EG

The game has ended with Don Pitsch (Austria) winning. Don now becomes the 5th player in the Publishers Grand Tournament. In the next issue I will publish the final season of 73EG and the concluding press release from Bruce Schlickernd.

1975AW-2SUMMER 1910

The Spring 1902 adjudications showed the Russian F Bul(ec) dislodged and annihilated. Actually, the fleet had a retreat to the Black Sea and David Scott elected to take it. Under my houserules even though a player NMRs he is allowed to retreat a unit. We will delay the deadline until September 1. (GM is Steve Brooks)

1974 L

THE WRAP UP

The supply centers:

	00	01	02	03	04	05	06	07	08	09	10	
AUSTRIA	3	5	6	6	6	7	7	7	7	7	7	(drew Spring 1911)
ENGLAND	3	4	5	5	5	6	7	8	11	11	10	(drew Spring 1911)
FRANCE	3	5	5	6	6	7	8	8	8	8	8	(drew Spring 1911)
GERMANY	3	5	4	3	3	2	0					
ITALY	3	4	3	3	1	0						
RUSSIA	4	5	7	7	6	5	5	4*	0			
TURKEY	3	4	4	4	7	7	7	7	8	8	9	(drew Spring 1911)

The players:

AUSTRIA: Gary Leppert (drew Spring 1911)
 ENGLAND: Bruce Wayman (dropped Fall 1904), John Weswig (Drew Spring 1911)
 FRANCE: Russ Nekorchuk (drew Spring 1911)
 GERMANY: Nelson Flynn (Resigned Fall 1905), Anthony Wishart (Out Fall 1906)
 ITALY: David Davies (out Fall 1905)
 RUSSIA: Monte Zelazny (out Fall 1908)
 TURKEY: Jeff Barber (drew Spring 1911)

The players' statements:

(John Weswig) I came into this game as England after Spring 1904. Even then the handwriting was on the wall: Italy (David Davies) was at one unit, Germany (Nelson Flynn) was surrounded and going fast, and Russia (Monte Zelazny) was in trouble against Turkey. Austria (Gary Leppert) and Turkey (Jeff Barber) were allied and accomplishing things, while France (Russ Nekorchuk) and myself were neither allied nor accomplishing things.

Initial correspondence established several facts and one alliance; Austria and Turkey were allied forever and willing only to give up Sweden and (maybe) StPetersburg in exchange for aid against Russia; Russia would do anything to gain revenge against Turkey; Germany would do anything for survival; and France accepted my treaty proposal. Austria and Turkey remained allied throughout the game, although I kept trying to break it up into 1908 feeling that a three-way draw would be the worst result. Russia's "anything" didn't include either following directions or intelligent substitute orders, so he had to go.

Given an alliance with France as the only really feasible choice for a chance at victory, I had one really big problem as England: too many fleets! As a result, I had to advance slowly because of no armies and also because I had to leave fleets behind to convoy any new armies. Slow progress in the north was matched by slow progress in the south, and a stalemate line began to develop.

Development of this line was, on my part at least, fairly accidental. I had limited forces to attack with and they were not too successful. Austria and Turkey were on the defensive to some extent, unfortunately in a good stalemate since. The battle in the Med bogged down almost immediately as both sides sent more forces there but never gained sufficient advantage to break through.

Towards the end, it became obvious to me that only a lucky (for me) NMR by Turkey or Austria could break their line, with England controlling a maximum of twelve supply centers while France had eight. Also, at about this time France moved, and this and other factors led to his being dropped from another game I knew he was in because of NMRs. Although he never NMRed in this game, I had to prepare

(continued overleaf)

for that possibility and be ready to try to form a new defensive line through France, still without a chance of a win. This caused England to drop to ten centers as I consolidated my northern forces.

Although it is possible, in retrospect, to go back through the game and point out moves which could have changed the game had they been different, it would be fruitless to do so. We all made mistakes of a tactical nature which ended up to be fairly minor, and made few, if any, mistakes of a strategic nature.

I would like to thank Russ Nekorchuk for being a very able and faithful ally, Jeff Barber and Gary Leppert for being too-able opponents, and Don Horton for being an excellent and reliable GM.

(This was the only statement submitted. If others come in I will publish them next time.)

1974 CZ

SPRING 1908

SCHLICKBERND'S HUNS MARCH INTO HOLLAND AND LITTLE ELSE

AUSTRIA Eric Verheiden: (4) A Bud*-Vie, F Aeg-Ion*, A Bul*-Rum, A Ser* S ITA A Tri-Bud
ENGLAND Scott Hightower: (8, 1 short) F Bel-EngCx, F Nwy*-Swe, F Bre* S F Iri-MAO,
F MAO*-Spa(sc), F Iri*-MAO, F NAO* S F Iri-MAO, A Ukr* S TURKISH A Rum NSO

FRANCE David Reynolds: (2) F Por* S F Spa, F Spa(sc) S F Por

GERMANY Bruce Schlickbernd: (10) F Swe*-Nwy, A Kiel-Hol*, A Mun*-Tyro, A War* H,
A Boh* S A Vie, A Vie* S A Gal-Bud, A Gal*-Bud, A Mar* S A Tyro-Pie,
A Tyro*-Pie, A Gas* S A Mar

ITALY Joel Klein: (5) F FMed* S FRENCH F Spa(sc), A Ven* S N/Pied-Tyro, A Pied*-Tyro,
A Tri*-Bud, F NAF*-MAO

TURKEY David Ayres: (5) F Con-Aeg*, F Smy* S F Con-Aeg, F Syr-FMed*, A Ank-Con*
A Rum*-Bul

Fall 1908 orders are due at 1900 hours Saturday August 16.

1975 EM

FALL 1901

FOUL SMELLING AUSTRIANS INVITE CRAZY ITALIANS TO GO TAKE A BATH IN THE BOURSE

AUSTRIA Alan Cathcart: (3) F Alb-Gre*, A Ser* S F Alb-Gre, A Vie-Tri*
CENTERS: Home, Gre, SER (5) Build 2

TO MMIES INVADE LAND OF MIDNIGHT SUN IN SEARCH OF THE ONE THAT RECENTLY
SET ON BRITISH EMPIRE

ENGLAND Gil Neiger: (3) F Eng*-Bre, F NthS* C A Yor-Nwy, A Yor-Nwy*
CENTERS: Home, NY (4) Build 1

FRENCH MAID CECILE FLEES PARIS AHEAD OF GERMAN TROOPS

FRANCE Jeff Barber: (3) F MAO-Por*, A Pic*-Bre, A Spa* H
CENTERS: FAF, Bre, Mar, SPA, POR (4) Build 1

PLASTERED GERMANS STUMBLE INTO PARIS: SLEEP OFF HANGOVER AT THE RITZ
GERMANY Eric Robinson: (3) F Hol-Bel*, A Kiel-Den*, A Bur-Par*

CENTERS: Home, BUL, DEN, PAR (6) Build 3!!!

CRAZY ITALIANS SEEK BOURSE IN PIEDMONT

ITALY Gary Behnen: (3) F Ion-Tun*, A Ven-Pied*, A Rome-Apu* CENTERS: Home, Tun(4)+1
COSSACKS RUMINATE IN ROMANIA

RUSSIA Gary Blemings: (4) F Both-Swe*, F Sev* S A Ukr-Rum, A Gal-War*, A Ukr-Rum*
CENTERS: Home, SWE, RUM (6) Build 2

MACHIAVELLIA LIVES--BUT HE IS VERY, VERY SICK

TURKEY John Torrey: (3) F Ank-Con*, A Bul*-Rum, A Smy-Arm* CTRS: Home, BUL (4) +1
Winter 1901 builds are due at 1900 hours Saturday, Aug 16. Let's try headlines
with the builds. Thanks to those of you that submitted headlines and I hope the
rest of you don't like the ones I wrote for you.

PRESS: Rome: I'm sorry for the move on Trieste. I trust you have my explanation
and as you can see, things will work out. Death will come to the corner of the board.
(Don't sell Pounds anyone, they'll be worth something)

AS THE GREAT K'DOO BIRD OFTEN SAYS: K'DOO!

BOURSE FOR 1975EM

THIRD SUMMARY (29 JULY 1975)

RUBLES HOLD STEADY. POUNDS UP $1\frac{1}{2}$ FROM FIRST SUMMARY. PIASTRES CLIMB $9\frac{1}{2}$. ALL OTHER CURRENCIES FALL AS MARKET VOLUME MORE THAN DOUBLES. GM'S ADMIT TO MISLEADING MARKET REPORTING. GM TRADING ON SIDE IS CLAMPED DOWN ON AS INVESTIGATION CONTINUES.

TRANSAX:	KRONEN	PUUND	FRANC	MARK	LIRA	RUBLE	PIASTRE	GOLD
Volume	500	200	920	700	400	780	420	-
High	40/100	62/100	47 $\frac{1}{2}$ /50	58/100	40/200	55/100	60/90	-
Low	30/100	50/100	40/150	54/100	38/200	46/100	41/20	-
Average	35 $\frac{1}{2}$	56	42 $\frac{1}{2}$	55 $\frac{1}{2}$	39	49	50 $\frac{1}{2}$	-
STANDING:								
Buy	39/30	61/100	-	58/80	33/100	33/100	40/100	-
Sell	40/200	63/100	48/300	66/10	40/200	44/20	41/80	-
VALUES:	30	30	30	30	30	40+60	30	-
J. Barber	500	500	850	500	700	450	500	2900
G. Behnen	200	600	190	490	800	490	-	55890
M. Boggs	500	500	130	550	-	350	700	55150
A. Cathcart	650	400	100	500	230	600	500	44035
T. Crowley	800	490	610	600	490	620	500	195
S. Hall	400	500	500	550	500	500	600	21365
R. Johnston	500	500	500	500	500	500	500	25000
S. Jolly	500	610	600	200	500	150	700	39650
M. Kane	600	400	400	600	500	500	500	24500
P. Kane	500	500	500	500	500	500	500	25000
G. Laking	670	400	800	300	700	120	480	33050
S. Locke	580	500	500	530	580	560	510	12970
E. Lydick	500	500	500	500	500	500	550	23000
D. Reynolds	500	400	500	680	500	850	340	14520
D. Scott	100	600	700	300	500	600	600	27000
B. Smith	500	500	500	500	500	500	500	25000
T. Tilson	500	500	500	500	500	500	500	25000
J. Topper	500	500	520	500	500	510	520	22800
Wartenberg	500	500	500	700	500	700	500	3700
D. Weitz	500	600	600	500	500	500	500	15425

THE BOURSE IS STILL OPEN: GAMEFEE ONLY \$1.00. Submit to Scott and Paul Hightower, 3118 Lamar Drive, Lexington, Kentucky 40502.

ERRATA FOR SECOND SUMMARY: T Crowley should have had 490 Pounds and 18140 Gold Units. D Reynolds should have had 500 Francs and 19990 Gold Units.

We have discontinued the GM trading. There has been insufficient interest in it, it has been a source of confusion to us and to some players, and the trading at best would still exert an insignificant influence on the game.

NOTE TO PLAYERS OF THE BOURSE: We do not spend a lot of time working on the Bourse, and do not intend to. Consequently, we simply cannot fulfill special requests, such as private accountings or summaries. We realize that errors will be made, and have been made. We are still shaking the bugs out of this, and are developing safeguards and double-checks to catch them in the future. In the meantime,

K'DOO PAGE TWO

please bear with us. We cannot do anything that is not provided for in the rules.

As a follow-up to the above, we would like to mention that we are trying something new to help eliminate GM error. We are issuing cards to all players which will be filled out by them for future buy and sell orders. These individual cards will be used directly in the market, thereby reducing the chances of copy errors on our part. Everyone should be receiving these soon. As soon as you do, please start using them. After the next summary, we will not accept orders which are not on the cards.

NOTE TO PLAYERS IN 1975AA: We made a mistake on the deadline last issue, so your panic was unnecessary. The actual deadline is: No later than 2200HRS, Wednesday, 13 August 1975. In the future, assume that deadlines will remain in the middle of the month, unless you see special notes otherwise.

MORE PROXIMA CENTAURI PRESS:

"Let Institute for Official News (LION): Letburg: His Capitalist Majesty Emperor Nelson III announced today that, in keeping with Let non-imperialist principles, the government has taken steps to drastically limit its involvement in further expansionist activities. Henceforth, it was explained, all Let exploration and colonization programs will be carried out by a newly chartered private contractor, the Let Exploration and Trading Company (LETCO). LETCO will immediately take control of the planning and operation of all colonial expeditions (which have been redesignated "Resource Acquisition/Planetary Exploitation (RAPE) Units). In addition, LETCO will conduct trading programs with intelligent aliens, should any prove to exist."

LEXTRAN: POSITION AVAILABLE: Planetary Development Engineering Junior Assistant Trainees. Low pay! Ridiculous benefits! Choose extremely hazardous or unspeakably boring assignments! Write LETCO box 100, LETBURG.

LEXTRAN: POSITION AVAILABLE: Planetary Development Director. Outstanding opportunity with major government contractor. Individual would be responsible for all phases of large scale resource acquisition/planetary exploitation project. Experience in macro-level scrape mining, thermonuclear cracking, or biological reduction desirable. Send resume and salary requirements in strictest confidence to Q. Zortak, 1 Letco Plaza, Letburg.

Proxima Centauri is entering the 31st turn of play. We have had our problems, of course, but it is running pretty smoothly now. The opening we announced has been filled, but anyone who desires a standby position is still welcome to get in touch with us. (Scott and Paul Hightower, 3118 Lamar Drive, Lexington, KY 40502)

The two K'DOO pages furnished by Scott and Paul Hightower, publishers and GM's for Proxima Centauri, the Bourse, and 1975AA.

MENSA 4:

1975CD

GAMEMASTER: David J. Reynolds, 3480 Gunston Road, Alexandria, VA 22302
 SPRING 1902

EVERYBODY DOES HIS THING, WITH SCARCELY ANY HASSELING!

AUSTRIA Chris Pike: (4) A Ser* S A Bud, A Bud* S A Ser, A Tri* S A Ser, F Gre*S ITALIAN F IonS to Aeg.

ENGLAND Tony Zahn: (4) A Lon* H, F Edi-NthS*, F Nwy* S F Edi-NthS, F Lyp-IriS*

FRANCE Ann Burt: (5) A Par-Gas*, F Bre-Eng*, F Bel* S F Bre-Eng, A Spa* H, A Bur* H

GERMANY Eva Lydick: (5) F Den-Ska*, F Ber-Kiel*, A Kiel-Ruhr*, A Mun* S A Kiel-Ruhr, A Hol* H

ITALY Robert Stimmel: (4) A Ven-Tyro*, A Vie* S AUSTRIAN A Bud, F Ion-Aeg*, F Nap-Tyrr*

RUSSIA David Carawan: (6) A Gal-Boh*, A War-Gal*, A Mos-Ukr*, A Rum* H, F Svy* NMR H, F Sev* S A Rum

TURKEY Russell Johnston: (4) F Smy*-Aeg, A Con* S A Bul, A Bul* S RUSSIAN A Rum-Ser(N50) F BlaS* H

Fall 1902 orders are due in Alexandria on Sept 1.

PRESS

Rome: Subversive elements have started rumour that Prime Minister would resign because of advanced age. "My mind is still keen and alert," declared the P.M. as he addressed nation through flowerpot he mistook for microphone.

MENSA 2:

1974CV

GAMEMASTER: FANGMASTER

FALL 1910

FRENCH ARMY SUNK IN VENICE

AUSTRIA c.d.: (1) A Tri* H CENTER:Tri (1) Even

COA ENGLAND Bob Vartenburg: (14) F NthS* H, F Bal* H, F NAO* S F Iris-MAO, F Pic-Bre*, F EngC* H, F Iris-MAO*, A Sil* S A Ukr-Gal, A Mos*-Sev, A Gal*-Vie, A Ruhr-Bur*, A Bur-Gas*, A Ukr*-Gal, A Mun-Tyro*, A Boh* / A Mun-Tyro

CENTERS: Home, Den, Kiel, Hol, Swe, Nwy, Ber, StP, Mos, War, Bel, Mun, Bre (15)+1

FRANCE Sid Jolly: (7) F Naf-WesM*, F Tyrr* S F Rome-Nap, F Tun* S F Tyrr, A Tus* S A Ven, F Rome*-Nap, A Mar-Pied*, A Ven AUSTRIAN A Tri /d/ annihilated

CENTERS: 1/4, Par, Mar, Spa, Por, 1/4, Rome, Tun (6) Even

ITALY c.d.: (1, -1 short) CENTER: 1/4 (0) out

TURKEY David Reynolds: (11) F Bla-Con*, F Apu* S A Tyro-Ven, F Ion* S F Nap, F Nap* / F Ion, F Adr* S A Tyro-Ven, A Bul-Ser*, A Vie*-Boh, A Bud*-Gal, A Rum*-Ukr, A Sev*-Mos, A Tyro-Ven*

CENTERS: Home, Bul, Sev, Rum, Map, Gre, Ser, Bud, Vie, VEN (12) Build 1

Winter 1910 adjustments are due at 1900 hours Saturday August 1, Change of address for Bob Vartenburg to 36 Hawthorn Blvd, Saratoga Springs, N.Y. 12866

* * * * *

MENSA OPENING

We still need five more players for MENSA 5 which will be GMed by the Hightowers. For the MENSA games the houserules for only one player per state and (now) no two persons in more than one game together are suspended. I would like to see this game filled before I leave on vacation and then you can have the entire period for negotiations. So send in your dollar straight away.

REGULAR OPENING

I still have a couple of game openings in the monthly deadline game to be GMed by Alan Cathcart. After this one is filled I have one more Guest GM lined up and then there will be no regular Diplomacy openings in CLAW & FANG for many months.

PLAYERS IN 1975EL NOTICE YOUR GM'S CHANGE OF ADDRESS ABOVE!!!

1974 HZ

GAMEMASTER: John Weswig, 2115 NW Elder, Corvallis, OR 97330

Spring 1903 retreats: French A Kiel R Ruh* & Russian A StP R Mos*

FALL 1903

CZAR INCAPACITATED IN MORE WAYS THAN ONE--ITALY LOSES ARMY (FOR A CHANGE)

AUSTRIA Gary Behnen: (4) A Bud*-Rum, F Tri* H, A Ser* S A Bud-Rum, F Gre* S

TURKISH F Aeg-Ion CENTERS: Bud, Vie, Ser, Tri, GRE (5) Build 1

ENGLAND Steve Peluso: (4) F Nth-Nwy*, F Swe* /& F Nth-Nwy, F Bar* S A StP, A StP* S F Nth-Nwy CENTERS: Lon, Lpl, Edi, Nwy, SWE, STP (6) Build 2

FRANCE Dave Forte: (6) F Mid-Por*, A Gas-Mar*, F Eng*-Nth, A Bur*-Mun, A Ruh*-Kie, A Hol* S A Ruh-Kie CENTERS: Par, Bre, Mar, Bel, Spa, HOL, POR (7) +1

GERMANY Michael Ward: (4) A Kie* /& A Mun, A Mun* /& A Kie, F Ska*-Nth, A Ber* S A Kie CENTERS: Mun, Ber, Den, A&P, KIE (4) Even

ITALY Tim Tilson: (4) F Tun*-Ion, F Nap* S F Tun-Ion, A Rom-Ven (NSU), A Tyr* S A Rom-Ven, A Ven* H (NMR) CENTERS: Nap, Rom, Ven, Tun (4) Even

RUSSIA David Truman: (6) A Mos* S A Sev, A Sev* S A Gal-Rum, A Gal*-Rum, A Fin*-Swe, F Nwy S A Fin-Swe /d/ CENTERS: Sev, Mos, War, B&P, B&P, RUM (3) Remove 2 as one disbanded in S03

TURKEY William Clumm: (5) A Ank-Arm*, F Aeg*-Ion, A Bul* S AUSTRIAN A Bud-Rum (can't dislodge own unit), A Rum*-Sev, F Bla* S A Rum-Sev CENTERS: Smy, Ank, Con, Bul, RUM (5) Even

Winter 1903 and Spring 1904 are due by 1900 hours PDT on September 1 to the GM John Weswig. Builds may be conditional on retreats and S04 moves may be conditional on retreats, builds, and removals.

PRESS

(No dateline): The Czar is incapacitated by a broken clavical and cannot communicate.

MAZAMA: And by a broken defense, too, and cannot win (?).

1974 J

GAMEMASTER: FANGMASTER

Summer 1911: TURKEY: A Ven R Tus

FALL 1911

ENGLISH ARMY IN NORWAY PREPARES FOR LONG WINTER

AUSTRIA David Scott: (2) A Apu* S GERMAN A Ven, A Rome /& GER A VEN /d/ R(Nap, OTB)* CENTERS: K&P, Nap (1) Remove 1

ENGLAND Jeff Topper: (5) F Bre* S F MAO, F Nwy* H, F MAO* S GERMAN A Mar-Spa, F IRI* S F MAO, F EngC* S F MAO CENTERS: Home, Nwy, Bre (5) Even

GERMANY Gary Sokolitsky: (11) F StP(sc)* S A Lva, A Pru* S A War, A Tyro*-Tri, A Sil* S A Gal, A Boh*-Vie, A Mar*-Spa, A Lva* S A War, A Mun*-Tyro, A Ven* /& A Tyro-Tri, A Gal* /& A Boh-Vie, A War* S A Gal

CENTERS: Home, Bel, Swe, Hol, Den, StP, War, Mar, Par, VEN (12) Build 1

TURKEY Bill Stafford: (16) F Aeg-Ion*, F Por* S F Spa(sc), F Spa(sc)* /& F Por, F NAF* H, F NMed* S F Spa(sc), F Adr* S A Tri-Ven, F Tyrr* S A Tus-Rome, A Con-Bul*, A Sev* S A Mos, A Rum*-Gal, A Vie* /& A Rum-Gal, A Mos* S A Ukr, A Tri*-Ven, A Tus-Rome*, A Ukr* S A Rum-Gal, A Bud* S A Vie

CENTERS: Home, Bul, Sev, Gre, Tun, Spa, Por, Ser, Rum, Tri, Vie, Bud, RUM, Mos, ROME (16) Even

Winter 1911 adjustments are due at 1900 hours Saturday, August 16.

1975V

GAMESMASTER: David Forte, Apt 1107, 210 W. 70th St., New York, N.Y. 10023

WINTER 1902 REPRISE: NOTE CORRECTED BUILDS

AUSTRIA (Mike Willemsen) Build A Bud	ENGLAND (Joel Klein) Build F Lvp, A Lon
FRANCE (Bill Henagan) Even	GERMANY (Ed Karlinski) Build A Mun
ITALY (Dave Nelson) Even	RUSSIA (Steve Cartier) Even
TURKEY (Len Lakofka) Remove A Ukr	

Positions

AUSTRIA (6) Armies Vie, Bud, Run, Gal, Ser; Fleet Gre
ENGLAND (6) Armies Bel, Lon; Fleets Den, Nth, Nwy, Lvp
FRANCE (5) Armies Gas, Pic, Bur; Fleets NAF, WMed
GERMANY (5) Armies Mun, Sil, Ruh, Lvn; Fleet Swe
ITALY (4) Armies Tus, Apu; Fleets Acc, Ion
RUSSIA (3) Armies War, StP; Fleet Both
TURKEY (5) Armies, Arm, Sev; Fleets Bla, Bul(sc), EMed

SPRING 1903 moves are due at Dave's on August 25, 1975.

FROM UNDER CENTRAL PARK: A Gamemaster is, I suppose, always torn between the opposing values of running a good-paced game and assuring adequate time for diplomacy. Len Lakofka was disturbed that he had so little time to react to the winter builds. Although a season of winter builds was called for on July 16 to save the players from an even greater inconvenience of contingency builds and moves, I can still sympathize with Len's predicament. That, and a honest fluke by Mike Willemsen in failing to get in an Austria build to Don (he did send it to me) by press time makes me reluctantly agree that a repeated and corrected winter season is fairest for all.

Don and I have each made a few errors in reporting this game, but we hope our efforts to keep things rectified will be appreciated despite the delays. Now, regarding the problem of sufficient time for diplomacy, the scheduled moves of this game thus far has been as follows:

Game announced: February 15, 1975	Spring 1901: March 8	Fall 1901: April 9
Winter 1901: May 1	Winter 1901: repeat published May 16	
Spring 1902: May 25	Fall 1902: June 25	Winter 1902: July 16
Spring 1903: July 25 (cancelled)	Winter 1902 repeat August 1	
Spring 1903 August 25.		

Despite delays in publishing, I think there has generally been sufficient time for diplomacy. I will hold all orders for Spring 1903 on file. I have orders from everyone. If there are no corrections, I will submit them as they stand on August 25. My thanks to all who submitted promptly, and particularly to Alan Cathcart who submitted requested standby orders as a hedge just in case Steve Cartier was not staying in.

1975CT

GAMESMASTER: David Forte, Apt 1107, 210 West 70th St., New York, NY 10023

FROM UNDER CENTRAL PARK: Robert Stimmel has written me that he has decided to drop out of this game after all (he will remain in 1975CD). Dave Nelson takes over as Russia. Bob has sent in retreat orders as a fall back in case Dave doesn't get his in on time. But after this Winter 1901, Russia's orders must be from Dave.

Player Roster:

AUSTRIA: Michael Raff, Fargo Quad, Box A 754A, SUNYAB, Amherst Campus, Buffalo, N.Y	
ENGLAND: Capt Allan Hancock, PSC Box 31, APO Seattle 98750	//14261
FRANCE: Jim Fiach, 5116 Marconi Ave, Carmichael, California 95608	
ITALY: Fred Brenner, 2821 West 12th St., Brooklyn, New York 11224	
RUSSIA: David E. Nelson, 733 Roosevelt Avenue, Racine, Wisconsin 53406	
TURKEY: Lee Kendter, 4347 Benner Street, Philadelphia, Penn 19135	
GERMANY: Mike Hudec, 715 Goodrich Ave, St. Paul, Minnesota 55105	
WINTER 1901 Builds are due at my place on August 10. Spring 1902 due on August 25.	

1974 GV

SUMMER 1905 German A Mun R Ruh//FALL 1905//

DEUTSCHLAND DECLINES DANGEROUSLY: DEMISE DUE DIRECTLY?

ENGLAND Lee Kendter: (7) F NthS-Den*, F Helg* S F Nth-Den, F Bel*-Hol, F Nwg*-Nth, F NAO*-Nvg, A Hol*-Kiel, A Bur*-Mun CENTERS: Home, Bre, Par, Bel, Hol, DEN(8)+1

FRANCE Terry Lachlik: (3) F Tyrr-Rome*, A Mar-Gas*, A Pied-Tus*

CENTERS: Mar, Spa, Por, Rome (4) Build 1

GERMANY John Weswig: (3) F Bal* S ENGLISH F Nth-Den, A Ruh* / ENGLISH A Hol-Kiel, A Sil-Ber /d/ R (Pru, OTB)* CENTERS: ~~Y/~~, Kiel, ~~Y/~~ (1) disband 2COA ITALY Frank McIlvaine: (4) F Adr* / F Ion, F Ion H /d/ R (Tyrr, Tun, Nap, OTB)* F Apu* S F Ion, A Ven* H CENTERS: Ven, ~~Y/~~, Nap, Tun (3) disband 1

RUSSIA Michael Hanagan: (9) F Alb* S TURKISH F Aeg-Ion, F Nwy*-Nth, A Mun*-Ruhr, A War S TURKISH A Gal-Sil, A Ber*-Kiel, A Tyro* S A Boh-Mun, A Boh*-Mun, A Swe*-Den, A Fin*-Nwy CTRS: StP, Mos, War, Vie, Con, Swe, Nwy, Gre, Ber, MUN(10)

TURKEY Charles Neal: (8) F EMed* S F Aeg-Ion, F Tri*-Adr, F Gre* S F Aeg-Ion, //+1 F Aeg*-Ion, A Mos-Lva*, A Bud*-Tri, A Ser* S A Bud-Tri, A Gal-Sil*

CENTERS: Ank, Smy, Bul, Ser, Rum, Tri, Sev, Bud (8) Even

Winter 1905 adjustments are due at 1900 hours Saturday August 16. Change of address for Frank McIlvaine: 144 Sackett Rd. Apt 6, Avon, NY 14414

1974 FA

AUTUMN 1907: German A Sev R Ruhr, Italian A Mar R Pied, French F Rome R Tus (Players were notified by mail.) //SPRING 1908//

ITALIAN LEADER TAKES SABBATICAL. FRENCH INVADE RUSSIA (REMEMBER NAPOLEON?)

FRANCE David Reynolds: (13) F Nwy-StP(nc)*, F Den-Bal*, F NwgS-Bar*, F Nth-Den*, F Tus-Tyrr*, F Swe* S F Den-Bal, F Lyon* S F Tus-Tyrr, F MAO-NAf*, A Bur*-Mun, A Mar*-Pied, A Hol*-Kiel, A Ruhr* S A Hol-Kiel, F Bre-MAO* (F NwgS-Bar*)

GERMANY John Torrey: (7) F Bal-Kiel /d/ R (Both, Pru, Lva, OTB)*, A Ukr-War*, A Mos* H A Sil* S A Mun, A Ber* S F Bal-Kiel, A Mun* / F Bal-Kiel, A Boh* S A Mun

ITALY Gary Leppert NMR: (7) F Aeg* H, F Tyrr H /d/ R (Med, Ion, Nap, OTB)*, F Tun* H, A Rome* H, A Pied* H, A Bul H /d/ R (Ser, Gre, OTB)*, A Bud* H

TURKEY David Ayres: (7) F Bla* S A Con-Bul, A Con-Bul*, A Smy* S A Ank-Con, A Arm-Sev*, A Sev-Rum*, A Ank-Con*, A Ven-Tri*

Fall 1908 orders are due at 1900 hours Saturday August 16.

ANNOUNCING THE ORIGINAL DINKICON II

The Original Dinkicon II will be held at Holmby Park in West Los Angeles on August 24. Festivities start at 10:00 am. Diplomacy games will be filled as people arrive. At one o'clock the big event: The Master's Game. Seven top-notch players stabbing it out to be declared the Dinkicon II Chief Con. If you think you can qualify for the game submit your name. A selection committee will pick the 7 players.

You need not die hungry at the Dinkicon. You can feed your face for a mere buck and a half. We are asking for advance reservations (and payment) for lunch so we know how many to plan for. Please, fellers, no multiplayer variants and no Dungeons and Dragons....just Diplomacy. Send all monies, reservations, and enquiries to Peter Shamray, 10614 LeConte Ave, Los Angeles 90025. Tele: (213) 474-6121.

What does the Fangmaster do when the temperature hits 112° in Sacramento? See page 2 of

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